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1 Debugging and finding faults: Interactive visual debugging with UML   ■
Timothy Jacobs, Benjamin Musial
June 2003 **Proceedings of the 2003 ACM symposium on Software visualization**

Full text available: 📄 pdf(264.18 KB)   Additional Information: full citation, abstract, references, index terms

Software debugging is an extremely difficult cognitive process requiring comprehension of overall application behavior along with detailed understanding of specific application components. Typical debuggers provide inadequate support for this process, focusing primarily on the details accessible through source code. To overcome this deficiency, we link dynamic program execution state to a Unified Modeling Language (UML) object diagram. We enhance the standard UML diagram with focus + context, gr ...

Keywords: Unified Modeling Language (UML), software visualization

2 Debugging lenses: a new class of transparent tools for user interface debugging   ■
Scott E. Hudson, Roy Rodenstein, Ian Smith
October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

Full text available: 📄 pdf(1.24 MB)   Additional Information: full citation, references, citings, index terms

Keywords: Java, context-based rendering, dynamic queries, interactive debugging, lens interaction techniques, subArctic, user interface toolkits

3 Innovative Document Systems: The multivalent browser: a platform for new ideas   ▬
Thomas A. Phelps, Robert Wilensky
November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Full text available: 📄 pdf(188.51 KB)   Additional Information: full citation, abstract, references, citings, index terms

The Multivalent Browser is built on a architecture that separates functionality from concrete document format. Almost all functionality is made available via relatively small modules of code called behaviors that programmers can write to extend the core system. Behaviors can be as significant and powerful as parser-renderers for scanned paper, HTML, or TeX DVI; as fine-grained as hyperlinks, cookies, and the disabling of menu items; and as innovative or uncommon as in situ annotatins, "lenses", ...

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1 Managing performance analysis with dynamic statistical projection pursuit   ■
Jeffrey S. Vetter, Daniel A. Reed
January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**
Full text available: 🗎 pdf(357.48 KB)   Additional Information: full citation, references, citings, index terms

2 Compatible Triangulations of Spatial Decompositions   ◪
William J. Schroeder, Berk Geveci, Mathieu Malaterre
October 2004 **Proceedings of the conference on Visualization '04**
Full text available: 🗎 pdf(268.01 KB)   Additional Information: full citation, abstract

We describe a general algorithm to produce compatible 3D triangulations from spatial
decompositions. Such triangulations match edges and faces across spatial cell boundaries,
solving several problems in graphics and visualization including the crack problem found in
adaptive isosurface generation, triangulation of arbitrary grids (including unstructured
grids), clipping, and the interval tetrahedrization problem. The algorithm produces
compatible triangulations on a cell-by-cell basis, using a m ...

Keywords: triangulation, tetrahedrization, adaptive grid, clipping, contouring, template,
Delaunay, parallel

3 Fast floating-point processing in Common Lisp   ◪
Richard J. Fateman, Kevin A. Broughan, Diane K. Willcock, Duane Rettig
March 1995 **ACM Transactions on Mathematical Software (TOMS)**, Volume 21 Issue 1
Full text available: 🗎 pdf(2.58 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Lisp, one of the oldest higher-level programming languages, has rarely been used for fast
numerical (floating-point) computation. We explore the benefits of Common Lisp, an
emerging new language standard with some excellent implementations, for numerical
computation. We compare it to Fortran in terms of the speed of efficiency of generated
code, as well as the structure and convenience of the language. There are a surprising
number of advantages to Lisp, especially in cases where a mixture ...

Keywords: C programming language, Common Lisp, Fortran, Lisp, compiler optimization,
floating-point arithmetic, numerical algorithms, symbolic computation

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1 A focus+context technique based on hyperbolic geometry for visualizing large hierarchies ■

John Lamping, Ramana Rao, Peter Pirolli

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: 🔲 html(38.68 KB)   Additional Information: full citation, references, citings, index terms

2 Visualizing the structure of the World Wide Web in 3D hyperbolic space ■

Tamara Munzner, Paul Burchard

January 1995 **Proceedings of the first symposium on Virtual reality modeling language**

Full text available: 🔲 pdf(3.24 MB)   Additional Information: full citation, references, citings, index terms

3 Information visualization: A ZoomTree interface for searching genealogical information ■

Janet Wesson, MC du Plessis, Craig Oosthuizen

November 2004 **Proceedings of the 3rd international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**

Full text available: 🔲 pdf(686.59 KB)   Additional Information: full citation, abstract, references, index terms

> Genealogical information systems (GIS) typically contain large amounts of information about families and relationships between family members. Most existing GIS have textual, form-based interfaces for searching and browsing family information. These interfaces do not support dynamic browsing and manipulation of family trees. This paper discusses the design and development of a novel interface, called ZoomTree, for WINGIS (the GIS developed at UPE), to facilitate dynamic exploration and browsi ...

> **Keywords**: genealogical information systems, information visualisation, zoomable user interfaces

4 Narratives and Literary Hypertext: Reading and writing fluid Hypertext Narratives · ■

Polle T. Zellweger, Anne Mangen, Paula Newman

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia**

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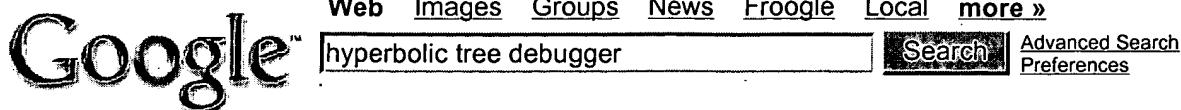
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... data processing, including using **hyperbolic trees** to visualize data ...
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Fortunately, a commercial graph package [5] based on **hyperbolic tree** viewing ...
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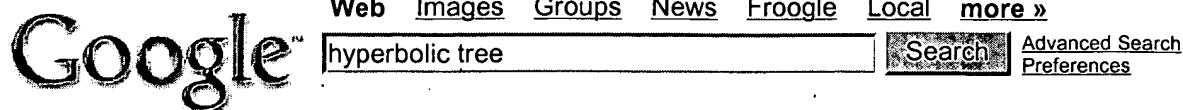
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a method of displaying a hierarchy (such as a corporate org-chart or a directory structure) of
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1 Session 5B: Fast mixing for independent sets, colorings and other models on trees   ■
Fabio Martinelli, Alistair Sinclair, Dror Weitz
January 2004 **Proceedings of the fifteenth annual ACM-SIAM symposium on Discrete algorithms**
Full text available: 📄 pdf(250.87 KB)   Additional Information: full citation, abstract, references

> We study the mixing time of the Glauber dynamics for general spin systems on bounded-degree trees, including the Ising model, the hard-core model (independent sets) and the antiferromagnetic Potts model at zero temperature (colorings). We generalize a framework, developed in our recent paper [18] in the context of the Ising model, for establishing mixing time O(n log n), which ties this property closely to phase transitions in the underlying model. We use this framework to obtain rapid mixing re ...

2 Dynamic load balancing of SAMR applications on distributed systems   ■
Zhiling Lan, Valerie E. Taylor, Greg Bryan
November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**
Full text available: 📄 pdf(172.31 KB)   Additional Information: full citation, abstract, references, citings, index terms

> Dynamic load balancing(DLB) for parallel systems has been studied extensively; however, DLB for distributed systems is relatively new. To efficiently utilize computing resources provided by distributed systems, an underlying DLB scheme must address both heterogeneous and dynamic features of distributed systems. In this paper, we propose a DLB scheme for Structured Adaptive Mesh Refinement(SAMR) applications on distributed systems. While the proposed scheme can take into consideration (1) the het ...

> **Keywords**: adaptive mesh refinement, distributed systems, dynamic load balancing, dynamic network loads, heterogeneity

3 A focus+context technique based on hyperbolic geometry for visualizing large hierarchies   ■
John Lamping, Ramana Rao, Peter Pirolli
May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**
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